

### **AMENDMENTS TO THE CLAIMS**

1. (Original) A computer implemented method comprising:  
facilitating composition at an inviter device an invitation comprising control information for formation of a multi-user session;  
transmitting said invitation to an instant messaging server for delivery to a recipient device associated with an instant messaging identifier;  
executing at said inviter device a process specified by said control information; and  
if first multi-user session data is received from said recipient device, responding with second multi-user session data to said recipient device.
2. (Original) The method of Claim 1, wherein said invitation comprises a session ID of the multi-user session formed employing at least in part a user ID of an instant message service offered by the instant messaging server.
3. (Original) The method of Claim 1, wherein said invitation comprises an IP address of said inviter device.
4. (Original) The method of Claim 1, wherein the method further comprises receiving said first multi-user session data via a relay server.
5. (Original) The method of Claim 4, wherein responding comprises delivering said second multi-user session data to said relay server for relaying to said recipient device.
6. (Original) The method of Claim 1, further comprising receiving an indication that a user at said recipient device has accepted said invitation.



7. (Original) The method of Claim 1, wherein said invitation comprises an instant message.
8. (Original) The method of Claim 1, wherein said executing of a process performed automatically and unconditionally.
9. (Original) The method of Claim 8, wherein said executing of a process occurs in response to an indication of a user at said recipient device accepting said invitation.
10. (Original) The method of Claim 1, wherein multi-user session is a multi-player game session, and said invitation comprises at least one game parameter of a game.
11. (Original) The method of Claim 10, wherein said at least one game parameter specifies a type of game play.
12. (Original) The method of Claim 10, wherein said at least one parameter specifies a game name for a user at the inviter device.
13. (Currently Amended) A computing device having a processor and a memory containing computer executable instructions for performing the method of ~~any of Claims 1-12~~ Claim 1.
14. (Currently Amended) A computer readable medium containing computer executable instructions for performing the method of ~~any of Claims 1-4, 6-8 and 10~~ Claim 1.
15. (Original) A computer implemented method comprising:



facilitating acceptance, at a recipient device, an instant message invitation, from an inviter device, comprising control information for formation of a multi-user session;

in response to accepting said invitation, executing a process specified by said control information; and

transmitting to said inviter device data generated by said process to contribute to the formation of said multi-user session.

16. (Original) The method of Claim 15, wherein said transmitting comprises transmitting said game data to a relay server for relay to the inviter device.

17. (Currently Amended) A computing device having a processor and a memory containing computer executable instructions for performing the method of any of ~~Claims 15-16~~ of Claim 15.

18. (Currently Amended) A computer readable medium containing computer executable instructions for performing the method of any of ~~Claims 15-16~~ of Claim 15.